

INCLUDES A FREE MAGIC: THE GATHERING CARD

ACCLAIM COMICS, INC.

A

ARMADA

JUL NO.1
\$2.50/3.45 CAN

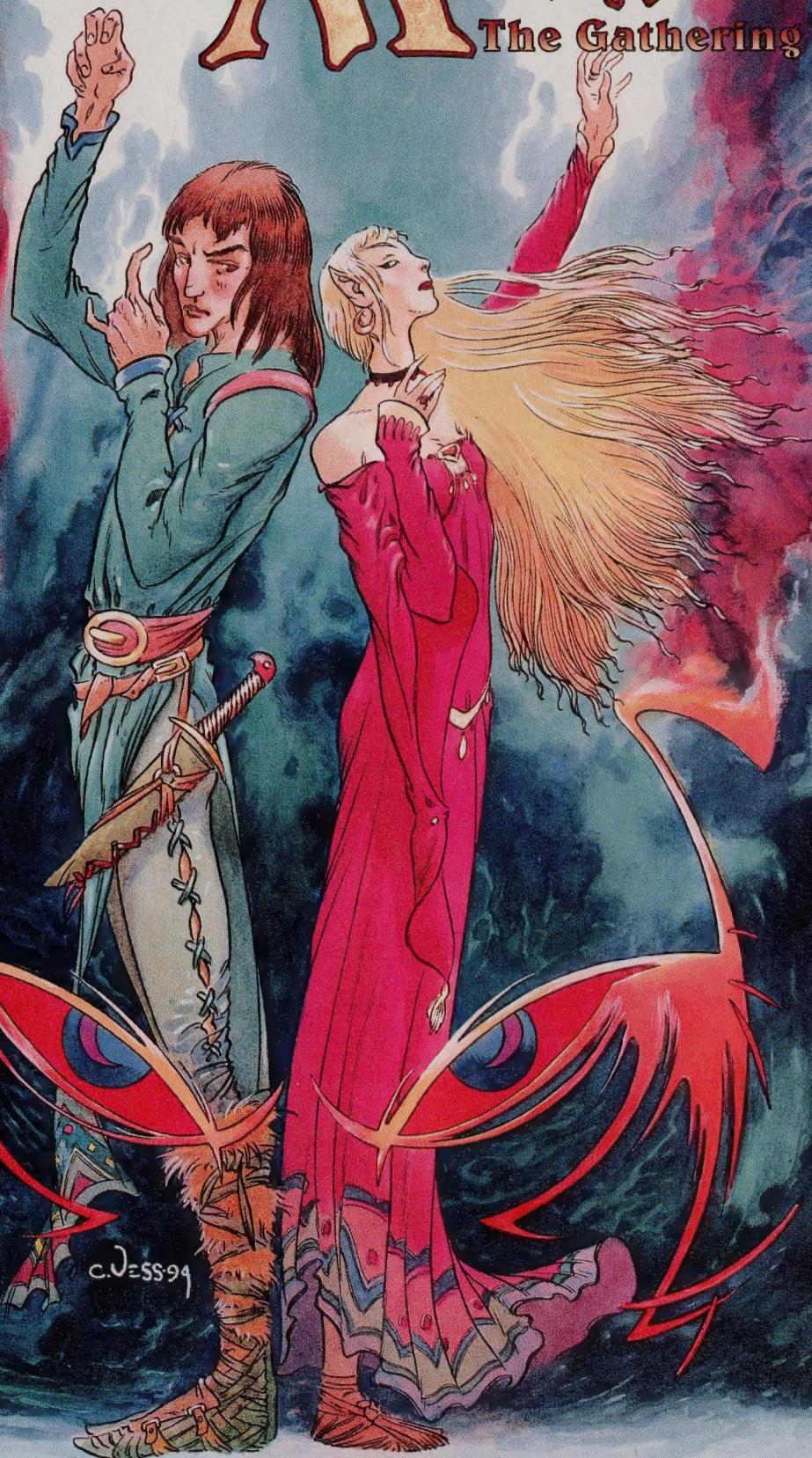
**GÓMEZ
KAYANAN
RAMOS**

ICE AGETM

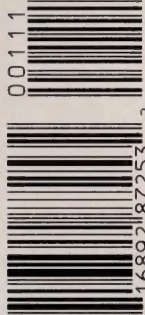
On The
World of

MAGICTM

The GatheringTM



DIRECT SALES



7 16892 87253 2

00111

EXPAND YOUR POWER IN THE UNIVERSE...™



The *Star Trek: The Next Generation*® Customizable Card Game has something no other collectible card game can claim: missions, dilemmas, events, artifacts and personnel from the *Star Trek: The Next Generation*® universe. Experience the powerful abilities of Federation, Klingon and Romulan crews! With hundreds of cards and an infinite number of offensive and defensive strategies, these cards will appeal to collectors, game enthusiasts and **STAR TREK**® fans alike.

To start a game, you size up your opponent trying to figure out whether he's playing with Federation, Klingon and/or Romulan forces. Select your affiliation(s) and the missions you hope to accomplish. Then customize a deck of 60 cards that includes the ships, personnel and other cards needed to complete your missions. Your opponent does the same. The adventure unfolds before your eyes.

Your opponent is a worthy adversary. He's developed a powerful strategy and placed dilemma and artifact cards in strategic locations to thwart your efforts. That's okay. Since the cards possess a "rock, paper, scissors" relationship, there are ways to overcome those aggravations. To win, you must overcome dilemmas and complete missions by moving your ships along a spaceline the two of you have created. The winner is the first player to score 100 points or have the highest number of points when one player's deck is depleted.

While your opponent may have a strong strategy, neither of you know when certain cards will come into play. An intriguing randomizing element is created when your cards are shuffled prior to playing. By developing a fresh strategy and custom deck before starting the game, each game will be a totally unique **STAR TREK**® adventure.

There is unlimited depth to this game. The universe of 363 cards is available in randomly-assorted starter sets of 60 cards and expansion sets of 15 cards. Cards are common, uncommon, rare, or ultra-rare. (Starter sets are usually a little less expensive per card, but there's a higher probability of getting rare cards in expansion sets!) Also, other exciting cards are in development for future editions and expansions. The first print run of *Star Trek: The Next Generation*® Customizable Card Game is a Limited Edition, signified by a black border on the face of each card. Regular printings will have a white border.

Prepare yourself for a powerful experience in a universe with endless possibilities!

DECIPHER INC.
The Art of Great Games

TM, ® & © 1995 Paramount Pictures. All Rights Reserved. STAR TREK: THE NEXT GENERATION is a registered trademark of and all characters and related marks are trademarks of Paramount Pictures. Decipher Inc. Authorized User. Package and contents copyright © 1995 Decipher Inc., P.O. Box 56, Norfolk, Virginia U.S.A. 23501-0056. All Rights Reserved. Customizable Card Game. Expand your power in the universe and The art of great games are trademarks of Decipher Inc. Gameplay by Technical Game Services.

Dominaria

Deep in Northern TERISIARE
some four millennia before the
GATHERING, by the reckoning of
the Sages of Minorad.

The Shaman, ORIEL KJELDOS is not afraid--
she is DETERMINED. Though the ice crashes
behind her, and the frozen air grows rank
around her, she will not be stopped. Not
when she bears such heavy tidings.

Not when the MAGIC
born of the ICE AGE
rallies to defend her.

...To welcome
her HOME.

THE TWILIGHT KINGDOM

The JOHTULL WORM rears against these strange opponents, its evening meal stumbling to safety. It would seem better prey is appearing before it-- some out of THIN AIR.

IT IS THE BIGGEST ONE I'VE EVER SEEN, ZILGETH! MY MOST POWERFUL FAMILIAR MAY NOT BE ENOUGH!

Writer- Jeff Gómez
Pencils- Rafael Koyanan
Inks- Rodney Ramos
Painted Color- Eric Hope
Letters- Adam Niedzwiecki
Story Assist- Jeffrey Vita
Editor-in-Chief- Bob Layton

Cover Painting by Charles Vess

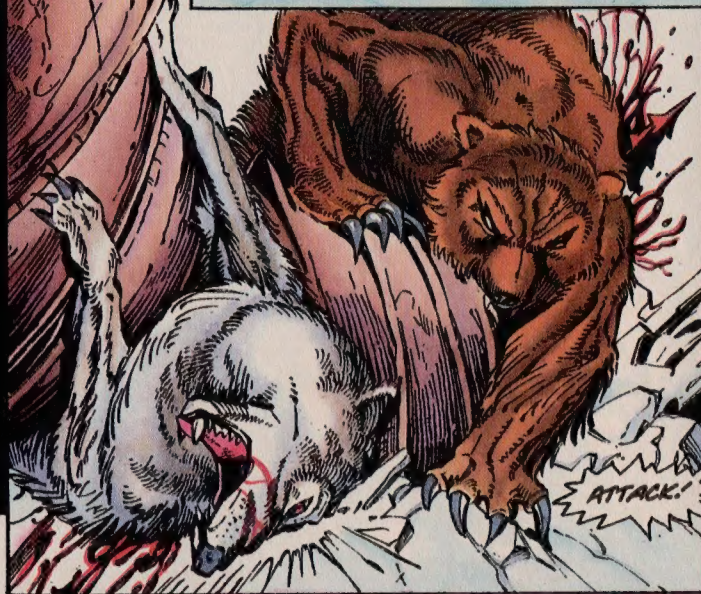


THEN WE
MUST COMBINE OUR
FORCES, MY
FRIEND.

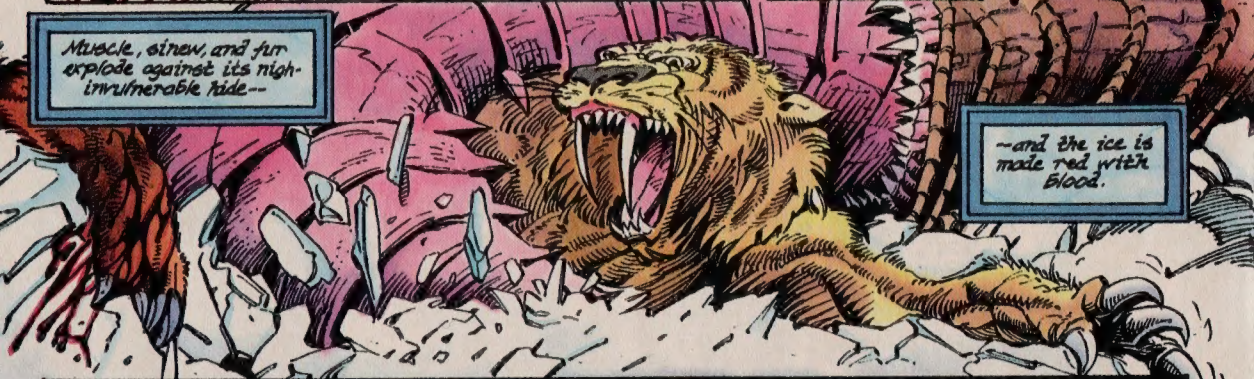
JASON
CARTHALION,
YOU YOUNG FOOL!
PULL BACK!

LET THE
RUBY MADE
DO HIS
WORK!

Vicious growls and feral shrieks rise above the din. The mere shifting of the monstrous creature's carapace crushes the life from a faithful lupine.



Muscle, sinew, and fur explode against its nigh-innumerable hide--



--and the ice is made red with blood.

REMEMBER YOUR SCHOOLING, JASON.

CONCENTRATE.

TAP INTO THE LAND, AND IMPRISON THE BEAST.



"I'M TRYING." 'TIS AS IF THE WORM IS BEING DRIVEN BY DEMONS!"



The sound is the shattering of a thousand urrs.

It is the sound of failure.

STAND ASIDE, CARTHALION.

ALLOW ONE WHO WILL SOON WALK THE ETHER PLANES TO FINISH THIS BATTLE.



The FLARE-TIRE strikes its mark.



For the first time in its centuries-long existence, the Joyfull Worm experiences anguish.


EVIL COMES WHEN YOU CALL HIS NAME

CANDYMAN

FAREWELL TO THE FLESH

WARNER BROS. ENTERTAINMENT PRESENTS A KOBAL COLLECTION PRODUCTION A FILM BY KILL CONDON "CANDYMAN: FAREWELL TO THE FLESH" TONY TONO KELLY ROWAN WITH THALITTE CASHMAN
CASTING BY ROUCE LINDAYSON COSTUME DESIGNER VIRGINIA KATZ EDITOR DANNY ROUSSEL PRODUCTION DESIGNER TORIAS A. SCHLESSELER EXECUTIVE PRODUCERS
DAVID BARNES PRODUCED BY RANDY KOCH AND JOHN KIMBLE WRITTEN BY SHARON SHAWNESSON AND GREGG FLENNBERG DIRECTED BY KILL CONDON
WARNER BROS. ENTERTAINMENT KOBAL COLLECTION CHAMELEON


THE CANDYMAN RETURNS ON MARCH 17TH




Now, as the monster reels,
King Miko's militia moves
to take it by hand.

But the ensuing struggle is
too long. Too many brave lives
are being crushed, swallowed up.

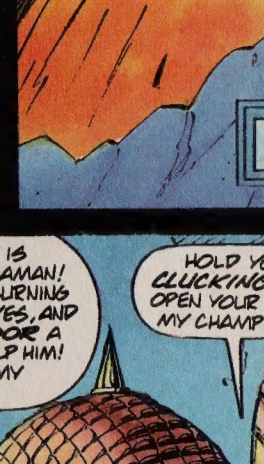
Zilgeth knows
what must be
done.




The INCINERATION spell
should have been easy to
cast--




--for a
PLANESWALKER.




But then, Zilgeth was
ALMOST a Planeswalker.



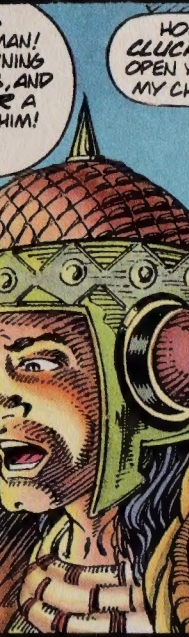
Let the Tak Ehus be
told: the Mage leader
of CLAN RUBY did
not die for naught.



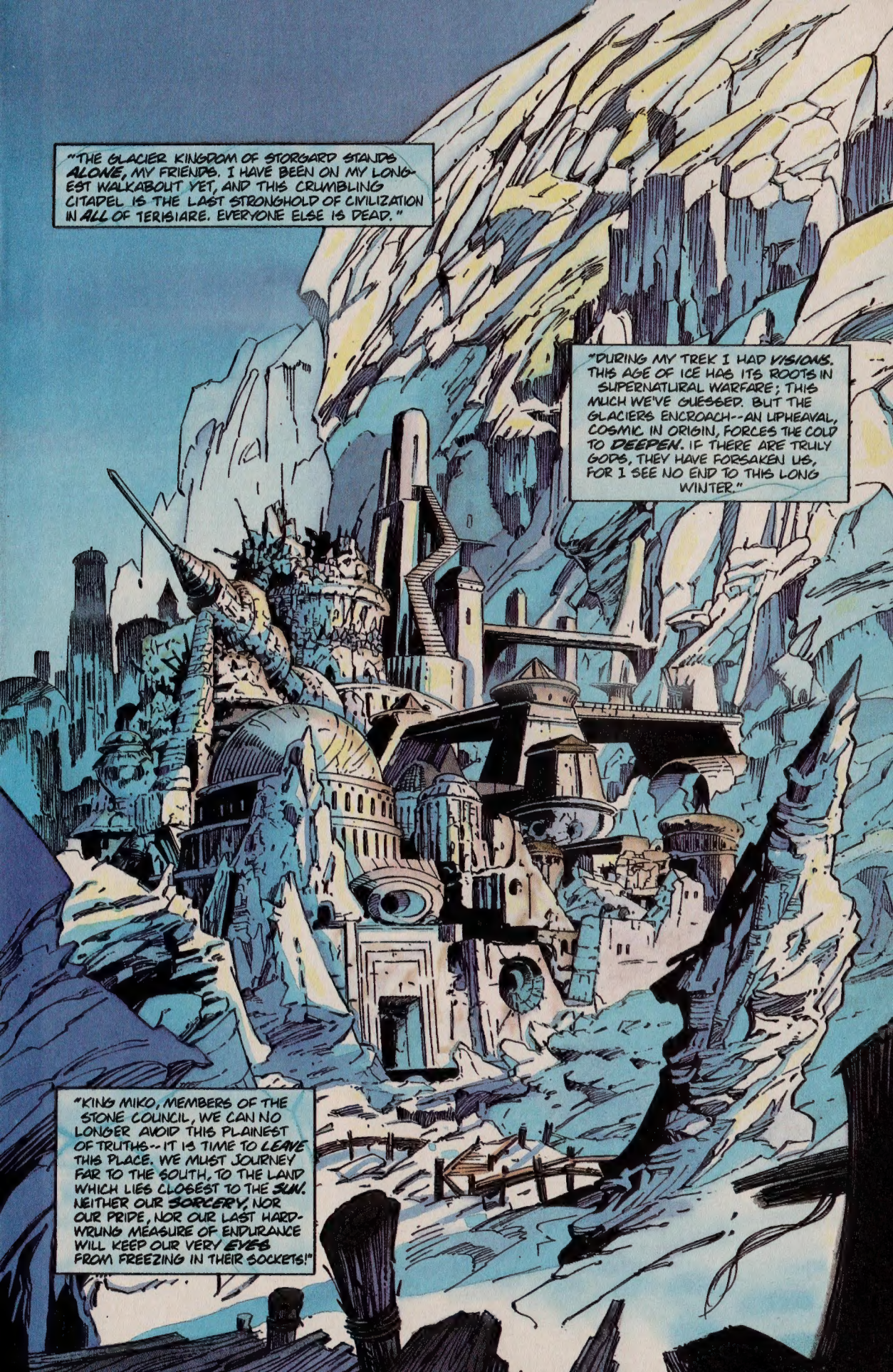
BY ALL THAT IS
SACRED, SHAMAN!
ZILGETH IS BURNING
BEFORE MY EYES, AND
I AM TOO POOR A
MAGE TO HELP HIM!
GREAT IS MY
SHAME.



HOLD YOUR
CLUCKING AND
OPEN YOUR EARS,
MY CHAMPION.



THE RED
WIZARD DIED
NOBLY--AND
I HAVE NEWS
TO SHARE
WITH THE
LIVING.



"THE GLACIER KINGDOM OF STORGARD STANDS ALONE, MY FRIENDS. I HAVE BEEN ON MY LONG-EST WALKABOUT YET, AND THIS CRUMBLING CITADEL IS THE LAST STRONGHOLD OF CIVILIZATION IN ALL OF TERISIARE. EVERYONE ELSE IS DEAD."

"DURING MY TREK I HAD VISIONS. THIS AGE OF ICE HAS ITS ROOTS IN SUPERNATURAL WARFARE; THIS MUCH WE'VE GUESSED. BUT THE GLACIERS ENCROACH--AN UNPHEAVAL, COSMIC IN ORIGIN, FORCES THE COLD TO DEEPEN. IF THERE ARE TRULY GODS, THEY HAVE FORSAKEN US, FOR I SEE NO END TO THIS LONG WINTER."

"KING MIKO, MEMBERS OF THE STONE COUNCIL, WE CAN NO LONGER AVOID THIS PLAINEST OF TRUTHS--IT IS TIME TO LEAVE THIS PLACE. WE MUST JOURNEY FAR TO THE SOUTH, TO THE LAND WHICH LIES CLOSEST TO THE SUN. NEITHER OUR SORCERY, NOR OUR PRIDE, NOR OUR LAST HARD-WRUNG MEASURE OF ENDURANCE WILL KEEP OUR VERY EYES FROM FREEZING IN THEIR SOCKETS!"

NO!

Oriel, though you are a respected member of this council, your words today are tantamount to **BLASPHEMY**.

YOU SPEAK AS IF WE ARE ABANDONED, WHEN THE GODS ONLY SLEEP. AS IF TO RUIN SCREAMING INTO THE NIGHT HAS MORE HONOR THAN STANDING STRONG-- AS WE DO-- AT VICTORY'S THRESHOLD.

WE HAVE BRAVED THIS AGE OF ICE FOR CENTURIES.

WE HAVE EVEN HELD GROUND AGAINST MIGHTY **RAYNOR**-- THE GREAT GLACIER ITSELF!

AND WHEN IT DESTROYED THE KINGDOM'S NORTHERN QUADRANT, WE RESPONDED BY **MOVING** INTO THE ICE MOUNTAIN'S VERY MAW!

IF DEATH'S ANGEL COMES FOR THE LAST OF US, I SAY LET US **WRESTLE** HER ICY EMBRACE AS BRAVELY AS ZILGETH WRESTLED THE JOHTULL WORM.

Arimaya of Clan Onyx gazes sourly at her Emerald sister.

Hurn, Sergeant-at-Arms of the Royal Guard, sits grimly at the seat of Clan Pearl.

Oriel Kjeldos of Clan Emerald steals a glance to her left...

...only to catch the burly dwarf Lorthum of Clan Sapphire sneering in disgust.

"LO! HERE COMES MY COURT MAGE, FREYALISE-- ZILGETH'S HONORABLE SUCCESSOR. HOW SPEAKS THE NEW LEADER OF CLAN RUBY ON THESE **GRAVE** MATTERS?"

WE MUST STAY.

IT WOULD BE FOLLY FOR US TO AMASS AND ATTEMPT A JOURNEY ACROSS THE WASTES.

WE NO LONGER POSSESS THE MAGICAL POWER TO DO IT.

It has been a grim week for the people of Storgard. The Stone Council has buried the leader of Clan Ruby, and no successor has yet been named. And now, the darkest fear of the surviving Clans has been voiced.

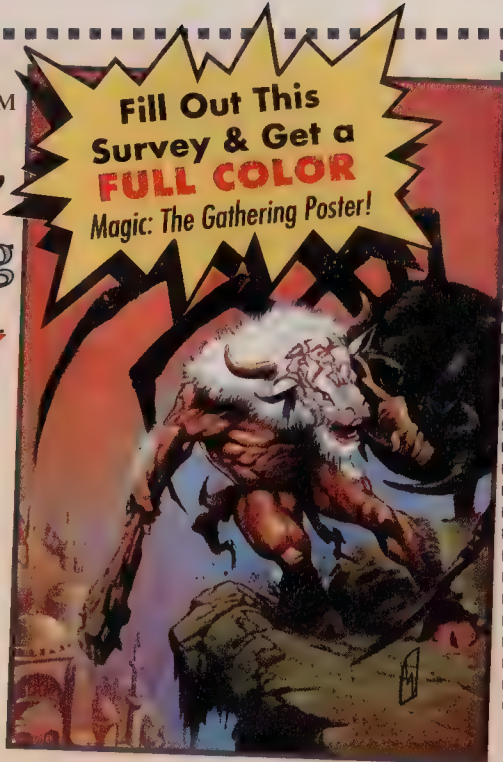
MAGIC™

The Gathering

COMICS SURVEY

We need your help to bring you the best **Magic: The Gathering** comics possible!

Please answer & return this survey by June 1, 1995. As a reward, all participants will be sent a full color **Magic** poster as well as the final results of this survey!



1. Which card games do you play? (Please list all.)

Doom Trooper ____ Jyhad ____ Illuminati ____

Magic ____ On The Edge ____ Spellfire ____

Star Trek ____ Wyvern ____ Other ____ None ____

2. How many **Magic** cards do you own?

100 or less ____ 101-250 ____ 251-500 ____

501-1000 ____ 1001-2000 ____ 2,001 or more ____

3. Have you ever attended a gaming convention or **Magic: The Gathering** tournament?

Yes ____ No ____

4. Would you be interested in joining a **Magic: the Gathering** fan club?

Yes ____ No ____

5. How many comic books do you buy per month?

none ____ 1-5 ____ 6-10 ____ 11-15 ____ 16-20 ____

21-30 ____ 31-50 ____ 51-99 ____ 100 or more ____

6. What are your top three favorite comic titles?

1. _____

2. _____

3. _____

7. Which **Magic** card, character or expansion series would you like to see as a comic book?

(Use extra paper if necessary. We will read all suggestions.)

8. Which **Magic** card artist would you most like to see do a cover for a **Magic** comic title?

9. Which **Video** game system(s) do you own

IBM PC ____ Nintendo ____ Super Nintendo ____

Sega ____ Sega CD ____ Other ____

10. How can we make our new line of **Magic: The Gathering** comics even better?

(Use extra paper if necessary. We will read all suggestions.)

Name: _____ Date of Birth: _____ Sex (M/F): _____

Address: _____ City: _____

State: _____ Zip Code: _____ Country: _____



YES! I have enclosed \$1. Please count my survey & send my full color **Magic** poster plus the survey results.

INSTRUCTIONS: 1. Please include \$1 with your survey to cover the cost of counting your survey & shipping your **Magic: The Gathering** poster! 2. Yes, you can photocopy this survey. 3. Please allow 3-6 weeks for the delivery of your poster & survey results. 4. Offer expires 6/1/95. Surveys must be postmarked by 6/1/95.

Send \$1 & survey to: **MAGIC SURVEY - P.O. BOX 465-M - GAINESVILLE, VA 22065**

A murmur washes across the chamber. With the induction of Freyalise, King Miko has sealed his case--or so it would seem. ORIEL speaks...

PARDON MY DIFFERENCE, RUBY MAGE. WITH YOUR POWER, AND THE ABILITIES OF MY CHAMPION, JASON CARTHALION--AS WELL AS THE POWER OF THE ARTIFACTS NOW STORED WITHIN THE GLACIER--WE CAN MAKE GOOD OUR ESCAPE.

The Council audience gasps, but Freyalise stands firm. The talk continues--

But Jason is no longer listening.

Freyalise came to Storgard as a lone child, seeking shelter from the frigid wastes. The Shamans told King Miko that she was MORE than human to have survived, but the High Court would see her only as a DAUGHTER of the Stone Council.

She quickly surpassed Jason at their lessons, and would tutor him in the ways of ice magic.

They were once dear friends...

...but that was long ago.

Now Freyalise stands AGAINST Oriel. Her quiet words sting Jason. Her carefully measured thoughts make him uncertain.

LET US CALL THIS MATTER TO A VOTE.

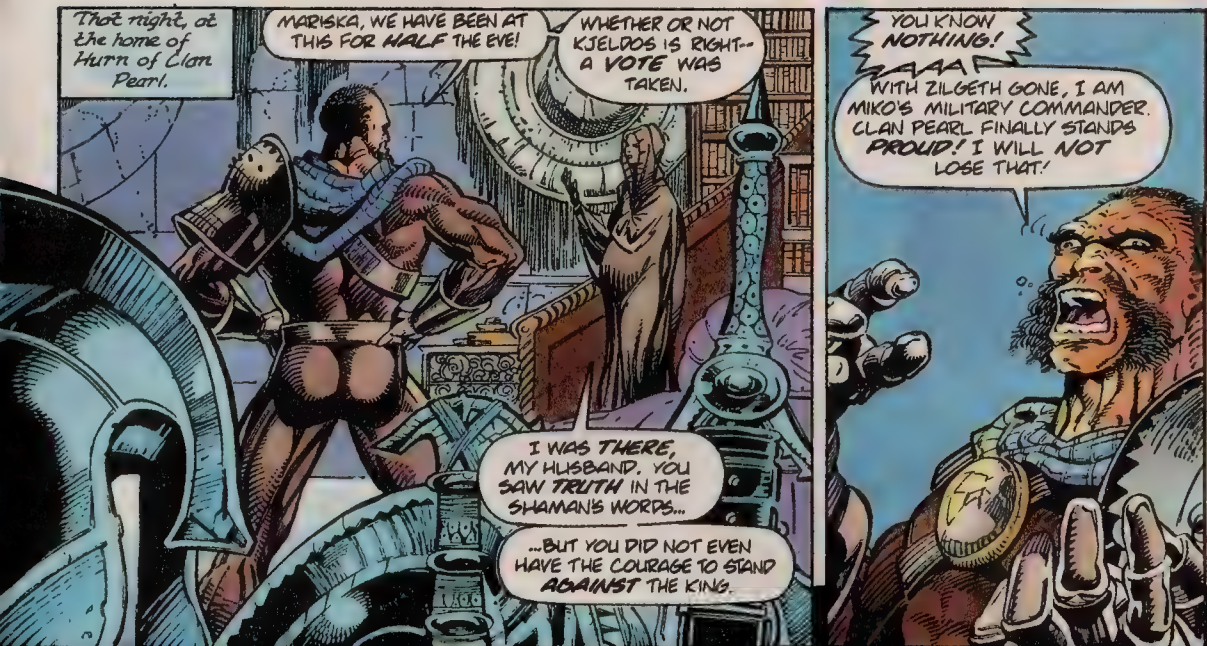
"ONYX VOTES
NAY TO ORIEL'S
PROPOSAL."

"RUBY VOTES
AGAINST."

"CLAN SAPPHIRE
SAYS NO."

YOU HAVE LOST, ORIEL. OUR DECISION IS FINAL. YOU MAY NOT LEAVE THE CITY AGAIN, NOR MAY YOU HAVE ACCESS TO THE KINGDOM'S RELICS OR MAGES TO FURTHER YOUR DELUSIONS.

SO CONCLUDES THIS COUNCIL.



That night, at the home of Hurn of Clan Pearl.

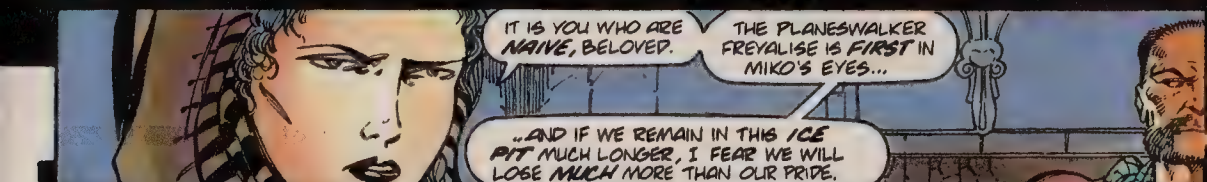
MARISKA, WE HAVE BEEN AT THIS FOR HALF THE EVE!

WHETHER OR NOT KJELDOS IS RIGHT-- A VOTE WAS TAKEN.

YOU KNOW NOTHING!
WITH ZILGETH GONE, I AM MIKO'S MILITARY COMMANDER. CLAN PEARL FINALLY STANDS PROUD! I WILL NOT LOSE THAT!

I WAS THERE, MY HUSBAND. YOU SAW TRUTH IN THE SHAMAN'S WORDS...

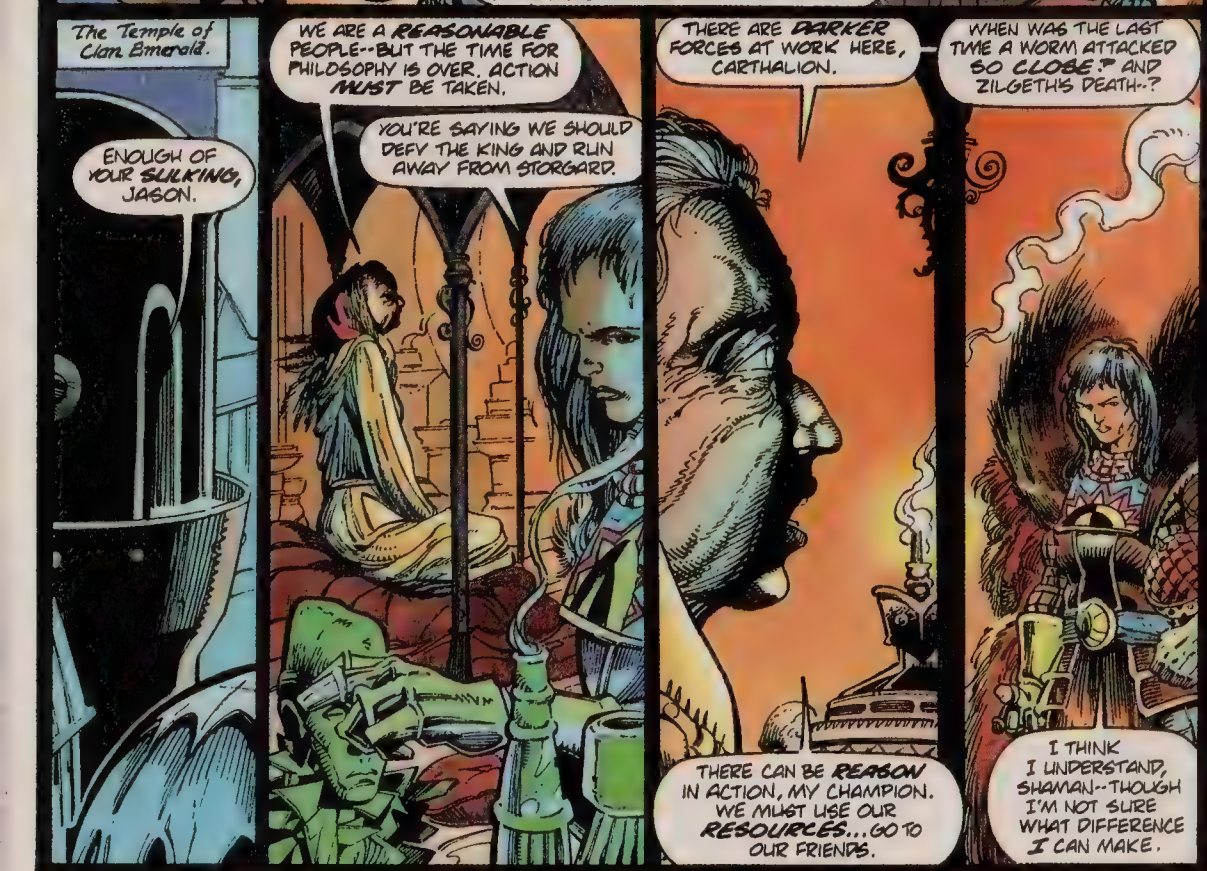
...BUT YOU DID NOT EVEN HAVE THE COURAGE TO STAND AGAINST THE KING.



IT IS YOU WHO ARE NAIVE, BELOVED.

THE PLANESWALKER FREYALISE IS FIRST IN MIKO'S EYES...

...AND IF WE REMAIN IN THIS ICE PIT MUCH LONGER, I FEAR WE WILL LOSE MUCH MORE THAN OUR PRIDE.



The Temple of Clan Emerald.

ENOUGH OF YOUR SULKING, JASON.

WE ARE A REASONABLE PEOPLE--BUT THE TIME FOR PHILOSOPHY IS OVER. ACTION MUST BE TAKEN.

YOU'RE SAYING WE SHOULD DEFEY THE KING AND RUN AWAY FROM STORGARD.

THERE ARE DARKER FORCES AT WORK HERE, CARTHALION.

WHEN WAS THE LAST TIME A WORM ATTACKED SO CLOSE? AND ZILGETH'S DEATH--?

THERE CAN BE REASON IN ACTION, MY CHAMPION. WE MUST USE OUR RESOURCES...GO TO OUR FRIENDS.

I THINK I UNDERSTAND, SHAMAN--THOUGH I'M NOT SURE WHAT DIFFERENCE I CAN MAKE.

Deep within King Miko's PRAYER CHAMBER, the most forbidden of all rooms in the Palace of Storgard.

THE OLD WITCH STIRS **DISSENT** IN YOUR KINGDOM, MIKO. THOSE MOST LOYAL TO ALL THAT YOU'VE BUILT HAVE BEEN GIVEN PAUSSES.

IS IT NOT YOUR CHARGE TO UPHOLD THE LAST OF THE **FALLEN EMPIRES**, FOREVER?

TEVESH SZAT--
YOUR COUNCIL HAS SERVED
ME WELL FOR MANY
YEARS...

...BUT TONIGHT YOU
OFFEND ME. MY PEOPLE
DEFY THE COLD WITH THICK
SKINS--BUT ALSO WITH
HONOR, LOYALTY,
INTEGRITY.

HA! EVEN NOW, CLAN
EMERALD **PLOTS**
AGAINST YOU.

A PANIC BORN
OF THIS LUNATIC'S
VISIONS CAUSES THEM
TO **ABANDON** ALL
OF OUR **CHERISHED**
VALUES.

I... SEE.

YOU MUST
SSSTRIKE DOWN THIS
DISCORD, MIKO...

SSSQUELCH THE
FEW, THAT THE MANY
MAY SURVIVE.

Poster girl for the Apocalypse



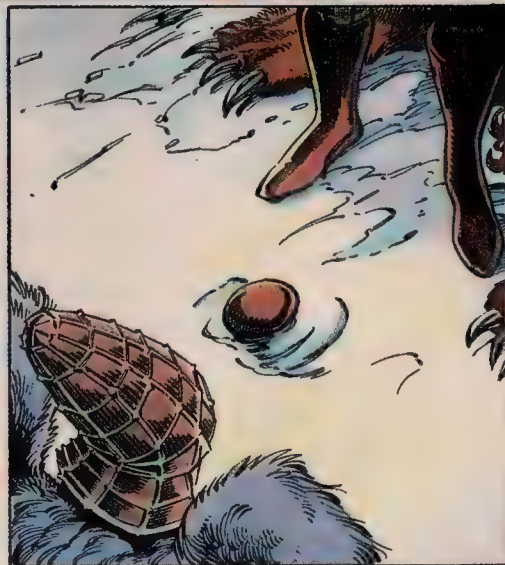
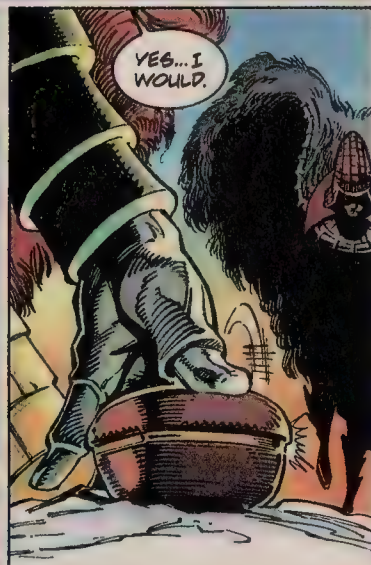
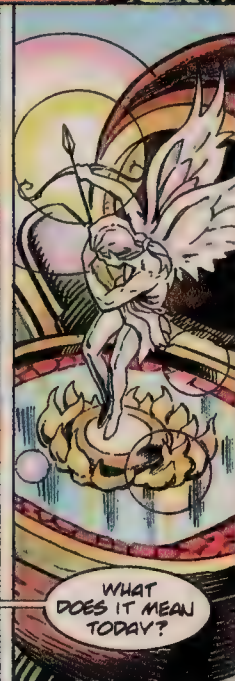
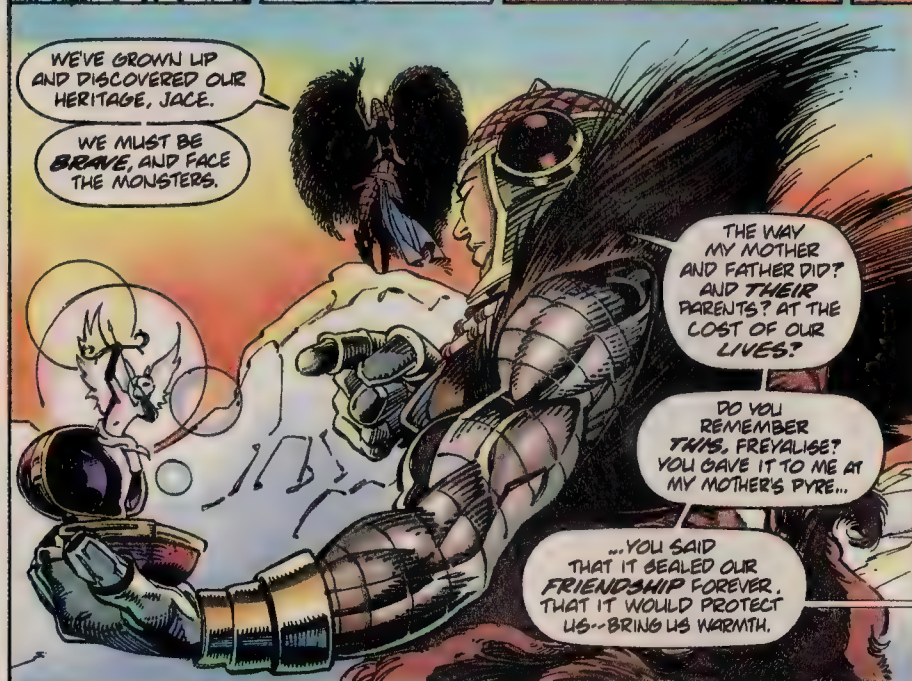
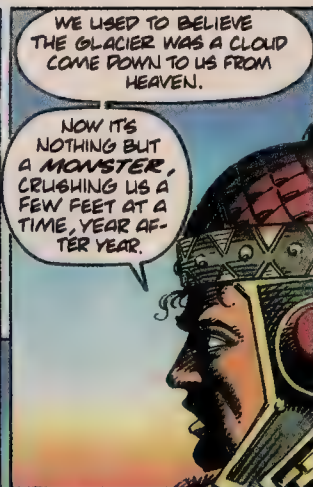
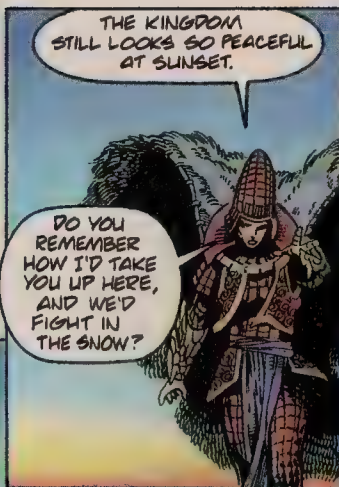
TANK GIRL

SHE'S COMING SPRING '95

MGM PICTURES PRESENTS A FILM BY JAMES HAMILTON "TANK GIRL" CASTING BY JAMES HAMILTON
MUSIC BY MALCOLM MCMURRAY COSTUME DESIGNER JAMES HAMILTON EDITOR JAMES HAMILTON
EXECUTIVE PRODUCERS JAMES HAMILTON PRODUCED BY JAMES HAMILTON WRITTEN BY JAMES HAMILTON
DIRECTED BY JAMES HAMILTON

© 1995 UNITED ARTISTS PICTURES INC. ALL RIGHTS RESERVED

For more on TANK GIRL check out THE LION'S DEN on the INTERNET <http://digiplanet.com/MGM>





WHAT WAS THAT?!

AN
EXPLOSION!

'ALISE--IT
IS THE HOUSE
OF CLAN
EMERALD!

Oriel!!

BOOOOMMMMM

'TIS BEST
YOU LISTEN TO
YOUR SHAMAN--
LET THE KING'S
GUARD LOOK IN-
TO THIS
TRAGEDY.

THIS
BRUTAL
SABOTAGE
MEANS BUT
ONE
THING--

STAY YOUR
SWORDS!

LET
US MAKE
WAR!

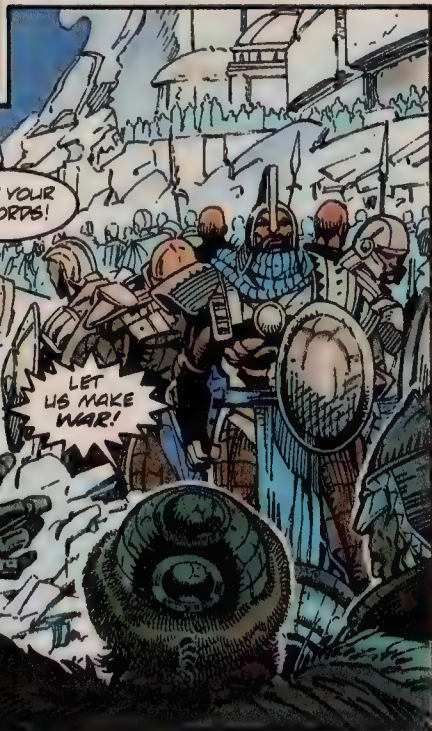
--THE PEOPLE OF
STORGARD ARE NO
LONGER POSSESSED
OF FREE WILL!

In the hour that followed,
the lifeless bodies of
sixteen were pulled from
the rubble--

--many more were found
with broken bones... and
torn hearts.

ONLYX!
SAPPHIRE! THIS
IS MURDER!
TREASON!

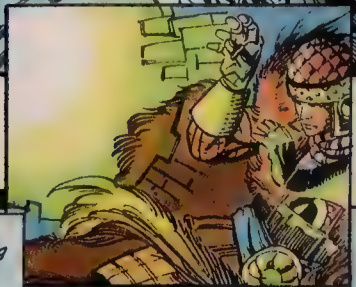
STAY YOUR
SWORD, CLANS-
MAN! NO MORE
BLOOD SPILLS
TODAY!





THEY'RE RIOTING, JASON...

--YOU MUST HELP ME!



Jason's spell dozzles the combatants, pinning them in the thrall of battle.



Freyalise TAPS the land beneath their feet--felling dozens, as PERMAFROST turns to oozing mud.

SEARS



VALIANT

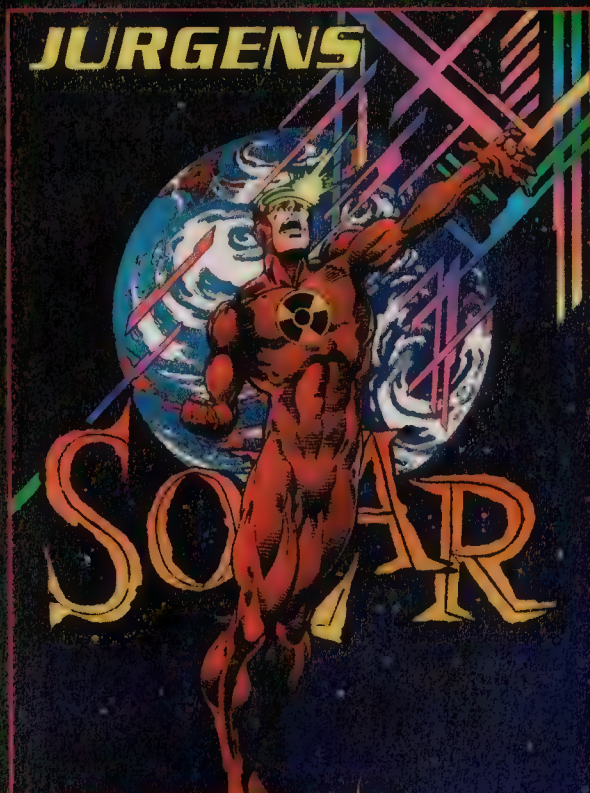


BIRTHQUAKE!

BREYFOGLE



JURGENS



SOAR

CHANG



SHAKING UP YOUR LOCAL COMIC STORE!



YOU WILL STOP
THIS AT ONCE! I
COMMAND IT!

STALWART TERISIARANS
WALLOWING IN FILTH-- I WILL
RUE THIS DAY!

WE ARE
HUMBLED
BEFORE THE
KING.

HUMBLED,
MAYBE-- BUT A KING'S
COMMANDMENT IS
LITTLE SALVE UPON
TODAY'S WOUNDS.

BY THE **EBON HAND**, THIS QUARREL
MUST END. IF NOT BY CONTEST-- THEN
BY THE **BLADE**, I SAY.

NO BLADES!

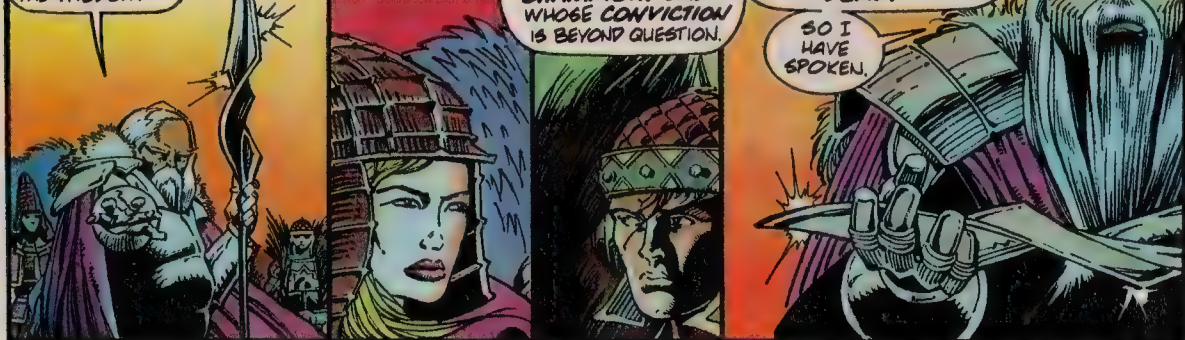
THE GODS HAVE
FORESEEN THIS,
AND GRANTED
ME WISDOM--

--THOUGH OUR **WEAPONS**
ARE FORMIDABLE, WE DEFINE
OURSELVES BY POWERFUL
MAGICS, AS WELL.

BOTH SIDES WILL
SELECT A
CHAMPION. ONE
WHOSE **CONVICTION**
IS BEYOND QUESTION.

THEY WILL MEET ON
THE PLAINS TO THE SOUTH--
AND **DUEL** WITH ICE MAGIC
UNTIL ONE IS **TRIUMPHANT**
--AND THE OTHER IS
DEAD.

SO I
HAVE
SPOKEN.



Seven days later, in the temple ruins of the House of Clan Emerald.



IN A DUEL OF SPELLCASTING, YOU ARE CLEARLY FREVALISE'S INFERIOR, JASON.

BUT TONIGHT WE BESTOW UPON YOU THIS ENSORCELED BOW AND THIS SHIELD TO BRING YOU THE GLIMMER OF A CHANCE.

YOU WILL HAVE TO BE MAGE, WARRIOR, AND ZEALOT TO STRIKE DOWN THE LIKES OF A PLANESWALKER.

BUT SHAMAN-- THIS IS THE BOW OF THE NORDIC WARRIOR, AND YOU HOLD THE SHIELD OF PRINCE BILIKIS-- THESE RELICS ARE FORBIDDEN TO US.

HOW DID YOU GET THEM?

THE WIFE OF MIKO'S BERGANT-AT-ARMS HAS MANY PRIVILEGES, CARTHALION.

I TOOK THEM FROM THE GREAT GLACIER DURING THE CHAOS LAST WEEK.

THEN WE ARE REDUCED TO THIEVERY.

HOUSE EMERALD'S DESTRUCTION WAS NO ACCIDENT, JASON-- IT WAS POWERFUL MAGIC.

AND IF SUCH EVIL HAS ALLIED ITSELF WITH OUR KING, THEN WE MUST DO WHAT IS NECESSARY TO LEVEL THE FIELD OF BATTLE.

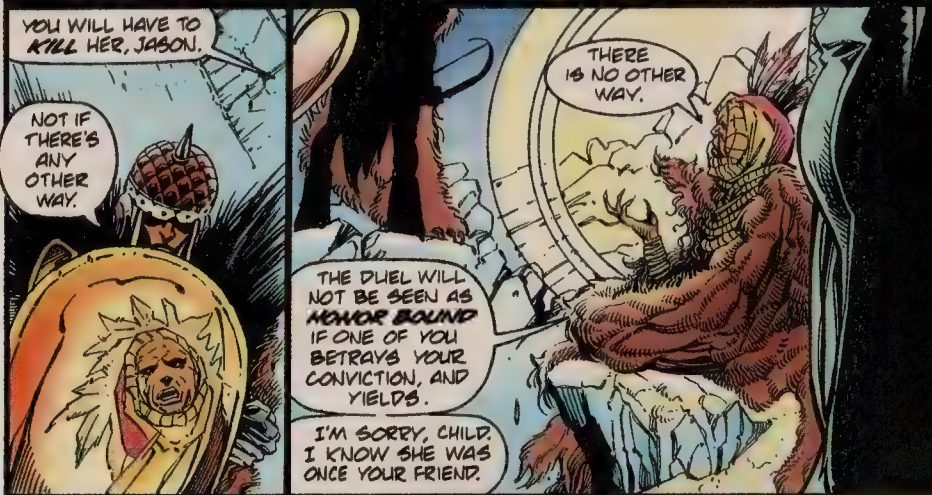
YOU WILL HAVE TO KILL HER, JASON.

NOT IF THERE'S ANY OTHER WAY.

THERE IS NO OTHER WAY.

THE DUEL WILL NOT BE SEEN AS HONOR BOUND IF ONE OF YOU BETRAYS YOUR CONVICTION, AND YIELDS.

I'M SORRY, CHILD. I KNOW SHE WAS ONCE YOUR FRIEND.



Late afternoon, the next day. On the TUNDRA to the south of Storgard.

YOU SAID WE MUST BE BRAVE AND FACE THE MONSTERS...

...AM I A MONSTER, ALISE?

YES, JASON. TODAY I'M AFRAID YOU ARE.

THEN DON'T DISHONOR ME BY HOLDING BACK.

The Champion of Clan Ruby grimly unleashes a DEADLY response.

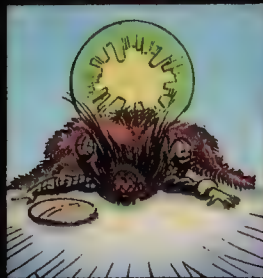
But Jason is swift--awakening the GREEN that lies dormant in the Earth.

I'VE BEEN STUDYING HARD, ALISE. CAN YOU TELL?

THIS IS NO FROLIC IN THE SNOW, JASON.

YIELD-- I BEG YOU.

Heart pounding in his chest, Jason strikes the ground, summoning a creature whose BITE is more LETHAL than any Worm's.



TAKE HER, SEKLISTIS!
LET'S BRING THIS
DUEL TO A
SWIFT END.

...But such would not
be their destiny...

A dark wind blows
from over the frozen
STEPPES to the east--

WHAT
DEMON'S
WORK IS
THIS?



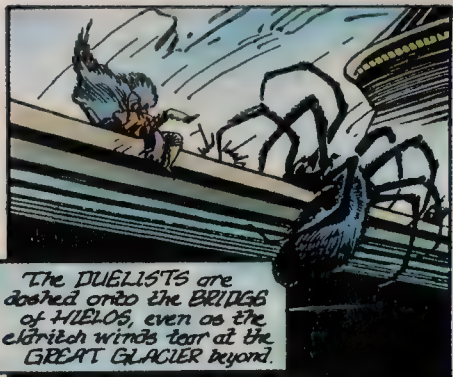
~lifting the
combatants into
the sky with
HURRICANE
force.

WE'RE BEING
THROWN TOWARD
STORGARD!

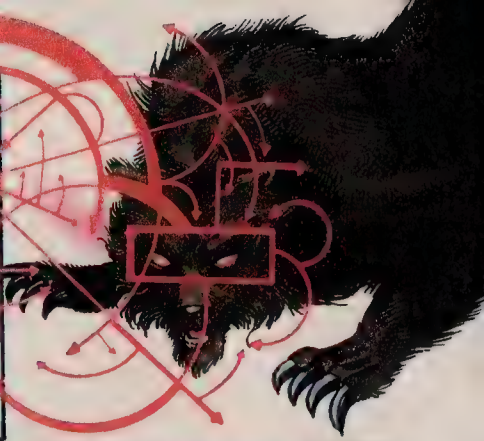
DOMESTIC SSSQUABBLES
ARE BEST RESOLVED IN THE
HOME, MY FRIENDSSS...

...SSSOON THE WORLD
WILL BE SSSILENT..AT
LAST, I SHALL HAVE
...PEACE.





The DUELISTS are dashed onto the BRIDGES of HIELOS, even as the clarich winds tear at the GREAT GLACIER beyond.



KIANON, Freyafise's bonded WOLVERINE, makes short work of SEKLISTIS...

...At the COST of its life.



For long moments the BATTLE continues--both opponents losing themselves in GRIEF and ANGER.

Neither Niage PAUSES to notice that the FOLLY of their conflict...



...has forced the Glacier--the "cloud from HEAVEN" of their childhood--to come CRASHING down...

...down upon the only WORLD they ever knew.

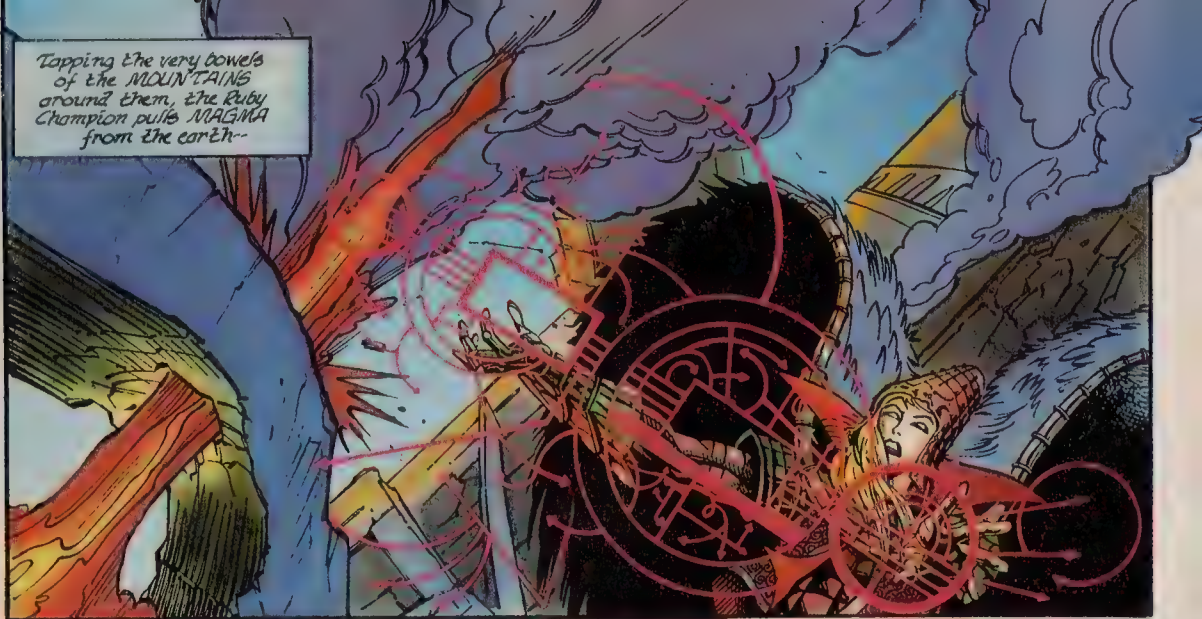
**“There is a
Black **PANTHER****

**Born in
the Ghetto
EVERY
20 Minutes.”**

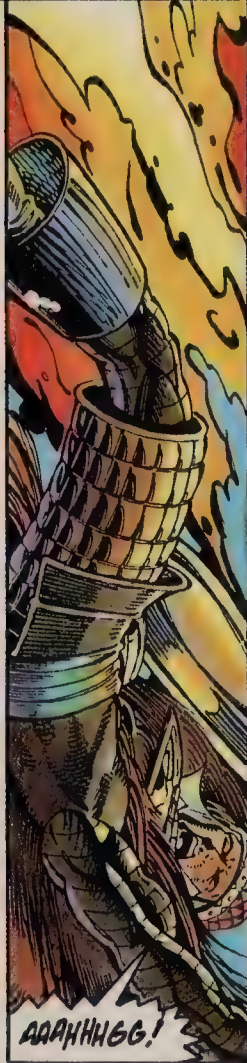
**PANTHER:
THE MOVIE AND SOUNDTRACK
COMING SOON.**



Tapping the very bowels
of the MOUNTAINS
around them, the Ruby
Champion pulls MALGIMA
from the earth--



--Firing angry geysers
of MOLTEN LAVA hun-
dreds of feet into the
air.



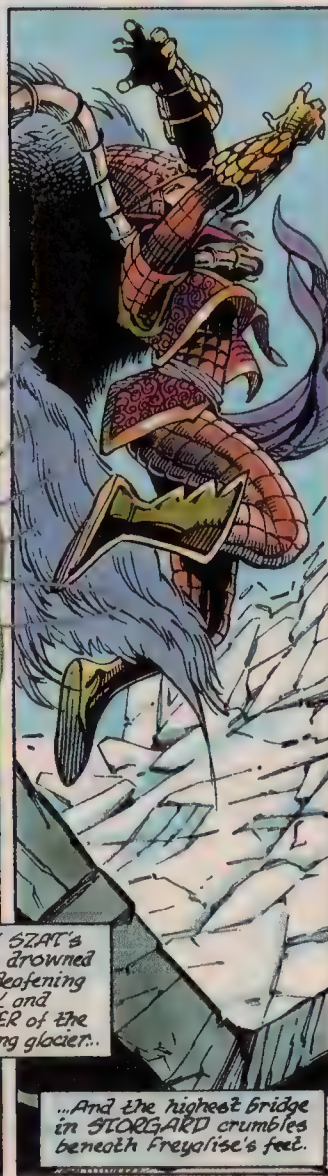
AAAHHHGG!

DO IT,
CARTHALION--REACH
INTO THE BLACKNESS!
TAP... ME!

YES!



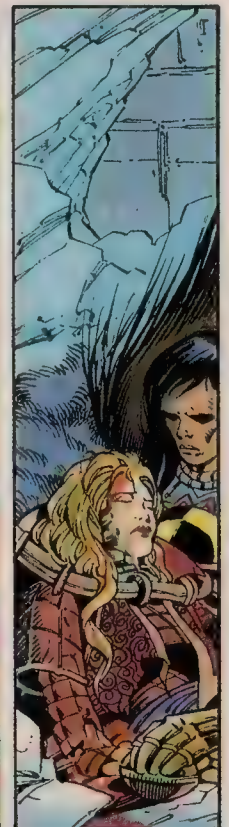
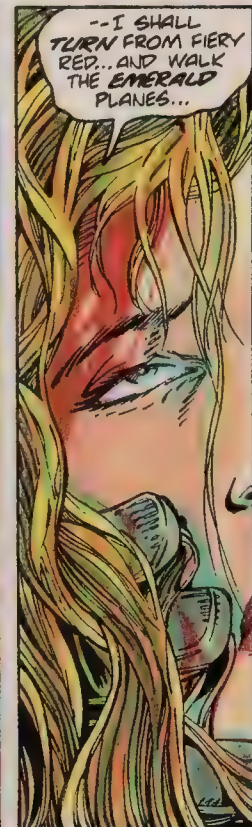
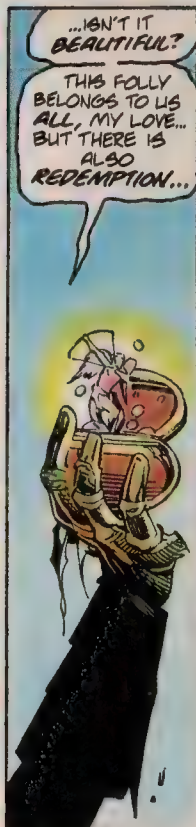
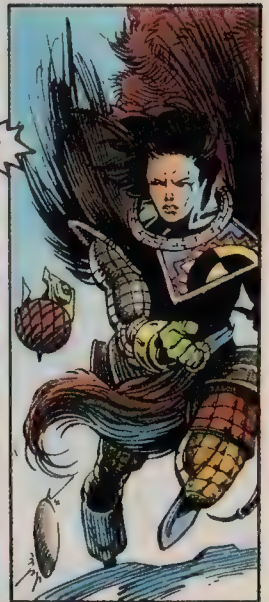
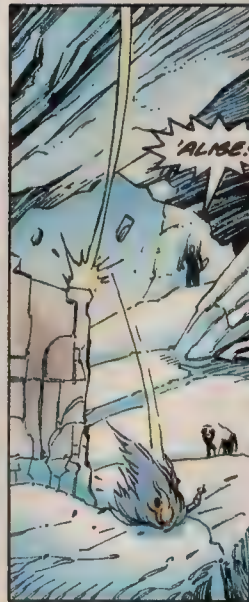
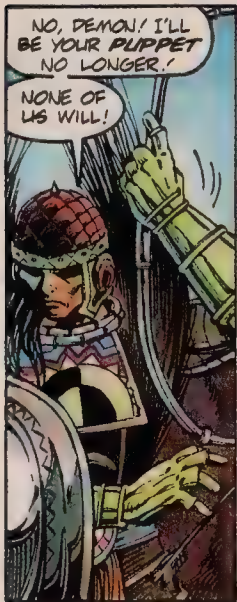
TEVESH SZAT's
voice is drowned
by the deafening
CRACK and
THUNDER of the
collapsing glacier..



...And the highest bridge
in STORGARD crumbles
beneath Freyolise's feet.



NOW, BOY!
AS SHE
STUMBLES--
HER HEART IS
UNGUARDED!





YOUR BURNS MUST BE SALVED-- AND THERE ARE MANY WHO MUST BE RESCUED FROM THE GLACIER'S COLLAPSE.



Forty days later, at the Gates of Storgard.

CARTHAGON.

YOU HAVE WON A DUEL AGAINST AN MEMORABLE OPPONENT. FOR THIS, I GRANT THE CLANS EMERALD AND PEARL LEAVE TO DEPART MY KINGDOM.

TAKE MY STAFF-- IT WILL HOLD THE JOINTULL WORMS AT BAY.



YOUR MAJESTY-- THANK YOU.

ONE DAY, THIS STAFF WILL SERVE AS A SYMBOL FOR ALL THE GLORY OF STORGARD.

I PROMISE YOU.



Jason, Orisel, Mariska, Kurn, and FOUR DOZEN clanspeople went into the cold that day.

Many others chose to stay behind with their king, in a VAINGLORIOUS attempt to rebuild what had been destroyed.

FOOLISH DREAMERS. THEY WILL DIE IN THE ICE AND SNOW.



ICY MANIPULATIONS

ADDRESS ALL LETTERS TO:

ICY MANIPULATIONS

Jeof Vita - Asst. Editor
c/o ACCLAIM COMICS
275 Seventh Avenue
New York, N.Y. 10001



BOB LAYTON Editor-in-Chief

Behold... Magic! The Gathering—The Shadow Mage... Ice Age on the World of Magic: The Gathering, and the birth of Armada Comics!

These first two incredible publications are the cornerstones of a whole new direction for Acclaim Comics and for the industry in general.

In the past, other comics companies have treated licensed products as "third-class citizens," producing them with second-string talent and little fanfare.

Not us.

Our goal in creating Armada is to produce the highest quality product, destined to compete with the cream of the crop. Mutants be warned!

Armada is spearheaded by Jeff Gomez as Line Editor and Writer of the first two books. Without Jeff's enormous talent and tireless efforts, none of this would be possible. Along with his energetic Assistant Editor, Jeof Vita, Gomez has put together some of the best comic book collaborations you'll ever see.

Charles Vess, Val Mayerik, Rafael Kayanan, Rodney Ramos and James Pascoe are just the beginning of the kind of top talent gracing these pages.

You now hold the flagship of the Armada line.

It's time to set sail for the best in adventure and entertainment.



JEOF VITA Asst. Editor

Hello and welcome to Icy Manipulations—the official letters column for ***Ice Age on the World of Magic: The Gathering***.

Now for those of you groaning at the above name, please understand that it is only temporary! But, unless some of you creative types out there come up with anything better, I'm afraid you're

stuck with it. So, unless you think that it's the greatest name ever, please send in some suggestions!

Now, on to the good stuff!

You are holding one of the premiere offerings from Acclaim Comics' newest imprint, Armada! Both ***Ice Age on the World of Magic: The Gathering*** and ***Magic: The Gathering—The Shadow Mage*** were produced in cooperation with Wizards of the Coast, those crazy kids over in Washington that introduced the world to ***Magic: The Gathering***! The folks at WOTC are especially excited about this project because it debuts the all-new magic of their next expansion set—***Ice Age***.

Now, if you're unaware of this phenomenon we call ***Magic: The Gathering***, just sit back and relax while I walk you through.

Magic: The Gathering is the nation's hottest collectible trading card game. The game itself is a duel between two players who represent the most powerful magicians on the fantastic world of Dominaria. Both players are Planeswalkers who take turns casting spells that will both defend their ground and defeat their opponent.

Dominaria's myriad lands produce five different-colored mana (black, blue, red, white, & green), which is the power source for Dominaria's magic. Spells differ in their casting cost and power, and certain spells have neat little fast effects which can make games more interesting. Players combine skill, strategy and a heaping dose of good luck to construct their decks.

A player can customize his or her deck based on which strategy he/she wishes to employ. One might wish to utilize a creature-based attack and load up with green spells. Another might like a more direct-damage deck and use more red magic. Players who favor manipulative and deceptive game play can use blue magic to frustrate opponents, while white magic can be used for defense and balanced attacking. The black magic, a popular choice, is the magic of death and decay—not for the squeamish!

Since the release of ***Magic: The Gathering*** not too long ago, there have been five expansion sets which have been used to augment existing decks by providing new spells from various planes in Dominia's vast universe. The latest expansion set, ***Ice Age***, will be released this summer as a stand-alone set. That means that you as a player can choose to play ***Ice Age*** as a game by itself OR mix the cards into your existing play decks! A lot of the old favorites from ***Magic's*** bygone days are resurrected in ***Ice Age*** so new players can join right in without missing a step.

In fact, as an added bonus, the first two books of this series contain actual ***Magic: The Gathering—Ice Age*** cards for you to begin your collection! Be sure to check out the Bone Shaman card painted by Anson Maddocks. This card is especially useful against those opponents who like to rely on regenerating creatures. It is definitely an advantage for those Red and Black decks. This is the first peek that players will get of some of the awesome powers that inhabit the frozen worlds of the ***Ice Age***!

But don't fret. We won't be undertaking this journey into the frozen wastes by ourselves. We have a trusty guide on our side in the form of Shawn Carnes, a Wizards of the Coast ***Magic*** rules guru, who will be explaining the use of all these great new spells. Shawn will show off all the neat combinations that we use in the story and provide you with strategy tips for you to use in your next ***Magic*** duel!

All we ask is that you read the book. The Armada team has really put heart and soul into this book to make it look spectacular, and I think we succeeded. Next up, write in and let us know what you think. My name is Jeof Vita, the Assistant Editor for the series. I'm here to answer all your comments, questions and suggestions about the books. By the way,

I'm also an avid Magic player, so if you have any ideas for awesome spell combinations that we can use in the book, please send 'em on in!

So, to make sure that we get the ball rolling, we're holding a contest! The writer of the best letter will receive an original piece of art commissioned exclusively for this contest. One winner will be selected from both *Magic: The Gathering—The Shadow Mage* and *Ice Age on the World of Magic: The Gathering*. Each piece of art will be drawn by the respective series artists. Val Mayerik does the honors for *Shadow Mage* and Rafael Kayanan handles the *Ice Age*.

On behalf of the Armada team, I'd like to thank you for picking up this book. I hope you enjoy it half as much as we've enjoyed creating it. So—come with me now as we step into—The Ice Age!



Seer Analysis

by Shawn F. Carnes

Hello once again, planeswalkers! This is Shawn, and I am (still) one of the tried and tested rules gurus at Wizards of the Coast, the makers of *Magic: The Gathering*. The play-by-play this time around will be for the premiere of the *Ice Age* comics series, featuring excitement in the realm of *Ice Age*. As you may or may not know by now, this will be a no-holds-barred analysis of the magical combat as it relates to the game. Without further delay, let's take a look at the whopping introduction as well as the climactic ending to Issue #1.

It seems to be the trademark for the comics folks to start things off with a bang! The Johtull Worm is advancing hard and fast on Oriel the Shaman, who seems more ticked-off than frightened. The Johtull Worm in *Ice Age* is a nasty creature, but its weakness lies in more than one creature blocking it. Jason uses this knowledge to his advantage perfectly, having summoned a Dire Wolf and a Kodiak Bear. Add Zilgeth's Sabretooth Tiger to the fray, and the Johtull Worm is in some serious trouble; this is especially so (I'm not sure if this is true...your guess is as good as mine, here!) when they appear to be Giant Growthed! Check out how huge they are!

Anyhow, the Worm starts making its way through the horde of summoned monsters; the monsters have nothing to lose, so they die trying to bring the Worm down a notch or two. Still, the Worm survives, and moves in on the heroes at large. After Jason casts an unsuccessful Icy Prison spell, Zilgeth, a more advanced mage (though not quite yet a planeswalker), casts some direct damage (Flare and Incinerate—at the cost of his life) to help the warriors bring down the mighty beast.

Looking back at the battle, that must have been some Johtull Worm! In the first attack phase, the Wolves and the Bears combine to defend. Even though the worm is weakened, it is still more than enough to destroy the two blockers. Unfortunately

for the Sabretooth Tiger, it attacked alone and was quickly consumed. It looks like Jason is a monochromatic wizard, concentrating mainly on the powers of green magic.

Now, on to the finale of Issue #1. The action picks up as Jason and Freyalise (the Court Mage of the Glacier Kingdom) square off in what promises to be an intense duel. 'Alise draws first blood, popping Jason with a Flare—a sort of limited Fireball—which the comic reflects fairly well. Jason takes some geographical cover as he brings out a Wall of Pine Needles to hide behind. Though this won't stop the direct damage, any creature that 'Alise sends will have to deal with it.

Freyalise spends her "turn" pleading for Jason to yield. Jason takes advantage of this to get down to business; he summons a Woolly Spider. Apparently, before 'Alise can react, the nefarious Tevesh Szat casts a Hurricane into the fray, sending them flying. (By the way, the Hurricane was treated well; it only damages flying creatures and the players.) Seeing as how the Spider was not flying, it was appropriate to see it survive the chaos. Indeed, the Spider begins to bear down on 'Alise as she brings forth a Grizzled Wolverine. The monsters kill each other as the stakes get even higher.

As the spells get more nasty, some artistic license must be extended to the creators. Following a devastating Lava Burst by 'Alise, Jason responds by casting an Icequake, nearly killing himself and causing his opponent to fall to her apparent death. Now, as I read the story, I felt Jason didn't have much strength in black spells. On the other hand, it is implied that Tevesh Szat had something to do with our hero's temporary ability to tap the swamps. Jason also possesses the Bow of the Nordic Warrior and the Shield of the Ice Prince, magical artifacts which he hopes will help him in this battle. As the Icequake takes its toll, Jason uses the time to try and shoot a bow into Freyalise. However, his heart gets in the way and he relents.

Overall, these battles were pretty intense. It was nice to see a complete duel after whetting our appetite with the opening Johtull Worm sequence. It's also cool to see some of the legends referred to in the upcoming *Ice Age* expansion (King Miko and his Staff of Ice Lords, Kjeldos, and the Kingdom of Storgard itself, to name a few). Bring on *Ice Age* #2!

Until next time, may you always escape the Black Vise.

NEXT IN DUELIST MAGAZINE

The Duelist is the official Deckmaster magazine published by Wizards of the Coast, the makers of *Magic: The Gathering*. The Duelist is your bimonthly guide to Magic and the fascinating multiverse of Dominia—from the ancient history of the Antiquities War, to gripping sagas of survival in the *Ice Age*. Card lists, strategy articles, rules variants, reviews, and "Magic: The Puzzling." Artist profiles, beautiful full color artwork, the latest Magic news...it all comes your way in The Duelist.





JEFF GÓMEZ

Writer/Editor

When I stepped into the palatial offices of Wizards of the Coast, it was like tumbling through the looking glass! What appeared to be a high-tech industrial park on the outskirts of Seattle, turned out to be a dream world, where anyone who's ever loved comics, gaming, music and fantasy would love to work. It's a place where aliens, dinosaurs, vampires and gothic rock intermingle, and all the root beer you could ever want is on tap in the employee lunch room!

The people at Wizards of the Coast respond to intelligence and passion. They had listened to a lot of pitches to do a *Magic: The Gathering* comic book, but they chose Acclaim Comics because they truly believed we had the passion to do *Magic* right! It's my job to see to it that we do just that, so here's what you can expect:

1. Stories that incorporate the *Magic* cards into Wizards of the Coast's official history and chronology.
2. Articles and previews in the back of each of our issues, taking you behind the scenes at both Armada Comics and Wizards of the Coast. You'll learn about the making of each of the miniseries, as well as tips on how to better construct your *Magic* decks.
3. More information about the world of Dominaria, its many lands and the heroes, villains and creatures that populate them.

You'll be able to enjoy each of our miniseries individually, but just wait 'til you start stringing them together! Bigger mysteries will begin to unfold. Hints and portents will clue you into major upcoming events. Clever readers will be rewarded, so do write! (Who knows? Your letter may be published. And cool fan art, like Hassan Godwin's *Ice Warrior*, could find its way onto these pages.)

A few "thank you's" are due: I'd like to thank the gang at Chameleon Comics in Flushing, Queens for being the first to show me how to play *Magic: The Gathering*...well! I also want to acknowledge my original gaming group: Danny, Dave, Amado, and especially Mark Pensavalle for sneaking me the galleys to the first *Magic* novel.

And finally, I'd like to close with a special thanks to Mike Tuccinard, Frank Bozyan, and Rafael Soler for their hard work in production on the *Magic* books. They're not listed in the big staff box at the end of this editorial, but I felt their extra round-the-clock effort makes them worth a round of applause.

Valiant's BIRTHQUAKE!

Shake-Ups!

Armada readers are going to want to check out some of the hot books coming out under our sister imprint, Valiant. The folks over at Valiant are shaking things up with their **BIRTHQUAKE!** renaissance. They've imported some of the hottest talent in comics to work on fresh angles and great stories featuring some of comics' most intriguing characters. Here are a few samples:

Dan Jurgens, a key creator in the life and death of Superman, takes on **Solar, Man of the Atom**.

What would you do if you suddenly found yourself with the powers of a god? Strap in for a wild ride that will tear down everything you knew about Phil Seleski as he struggles to answer that very question!

Bart Sears, Andy Smith, and Ron Marz helm **X-O Manowar**, the adventures of a barbarian warrior who controls the most powerful weapon ever—a sentient suit of alien armor. Sears, Smith and Marz promise new levels of art and storytelling that will keep fans, old and new, coming back for more!

Norm Breyfogle and **Sean Chen** join **Kevin VanHook** in chronicling the monthly adventures of **Bloodshot**. A nanite-enhanced former Mafia hitman, Bloodshot now fights the good fight to pay penance for his evil past. Breyfogle, Chen and VanHook welcome the chance to test Bloodshot's limits by blurring the line between man and machine!

The action doesn't stop there as top talents such as **Jackson Guice, Bernard Chang, Mike Manley, Paul Gulacy, Rags Morales, and Bob Hall** each lend their creative hands to a dynamic, new Valiant universe! Grab on to something solid as Acclaim Comics' **BIRTHQUAKE!** rocks the nation!

NEXT ISSUE:

Ice Age on the World of Magic: The Gathering #2



Centuries after the fall of the Glacier Kingdom, the world of Dominaria has warmed to the point where a new and wondrous civilization has risen. The Knights of Kjeldor have set out to explore their world—and rid it of those who would use sorcery to keep it a frozen wasteland. This is the story of one such order of knights, who now face their greatest enemy: the malevolent magus Lim-dûl, who is using his vast power to raise an army of the undead to see to it that Kjeldor is crushed forever! "The Frozen Dead" has a painted cover by Charles Vess, and includes a *Magic: The Gathering* — Ice Age Expansion Deck preview card.

THIS MONTH IN SHADOW MAGE:

Magic: The Gathering - The Shadow Mage #1



On the world of Dominaria, in the land known as Stonehaven, an infant named Jared is rescued from a spectacular magic duel, and cared for by a lowly Spellsquire. In the years to come, the old man prepares the boy to take vengeance upon the immensely powerful Planeswalker who slew Jared's father. The haunted and lonely victim of a Soul Syphon spell, Jared must solve the mystery of the Aster Fall, a nefarious scheme which threatens all of Dominaria. But the Shadow Mage must come to terms with the incredible forces at his command before he can tap the five Lands, and duel the Planeswalker, himself!

AND COMING IN MAY:

Fallen Empires

A Magic: The Gathering Miniseries #1



This two-part series focuses on the events hinted at in Wizards of the Coast's Fallen Empires expansion card set. All the drama and tragedy caused by the coming ice age will be dramatically told by the editorial team that is bringing you the Shadow Mage and Ice Age series. The story takes place between the Urza/Mishra War set forth in Antiquities, and the story now being told in Ice Age. As with all our comics, the plot is officially sanctioned by Wizards of the Coast, and contains many of the characters, places and spells featured in the cards. This issue boasts a painted cover by Anson (Hurloon Minotaur) Maddocks, and will be polybagged with a booster pack of Fallen Empires cards!

Something lurks around the corner.

Follow the **Magic** team into the heart of urban darkness and supernatural terror in **The City Knights**.

Special preview coming in **Ice Age** #2 and **Shadow Mage** #3.

If he talks to angels, why does he stalk the shadows?

ACCLAIM COMICS

Steven J. Massarsky

President/Publisher

Bob Layton

Senior V.P.

Editor-in-Chief

Jon Hartz

Senior VP

Morton R. Nissen

VP Operations

Paul Fairchild

Marketing Director

Tony Bedard

Executive Editor

Brad L. Goldberg

Circulation Manager

Darren Sanchez

Production Manager

Rebecca Knaster

Advertising/Sales

ARMADA

Jeffrey Artemis-Gómez

Line Editor

Jeofrey Vita

Assistant Editor

C.R. Lister

Designer

Kenn Bell

Scott Friedlander

Computer Graphic Design

Teresa Nielsen-Hayden

Sharon Claire Mitchell

Story Consultants

WIZARDS OF THE COAST

Lisa Stevens

VP New Business/Marketing

Kevin Maples

Armada Liaison

Kathy Ice

Consulting Story Editor

Tom Wänerstrand

Anson Maddocks

Consulting Graphics Editors

Skaff Elias

Shawn Carnes

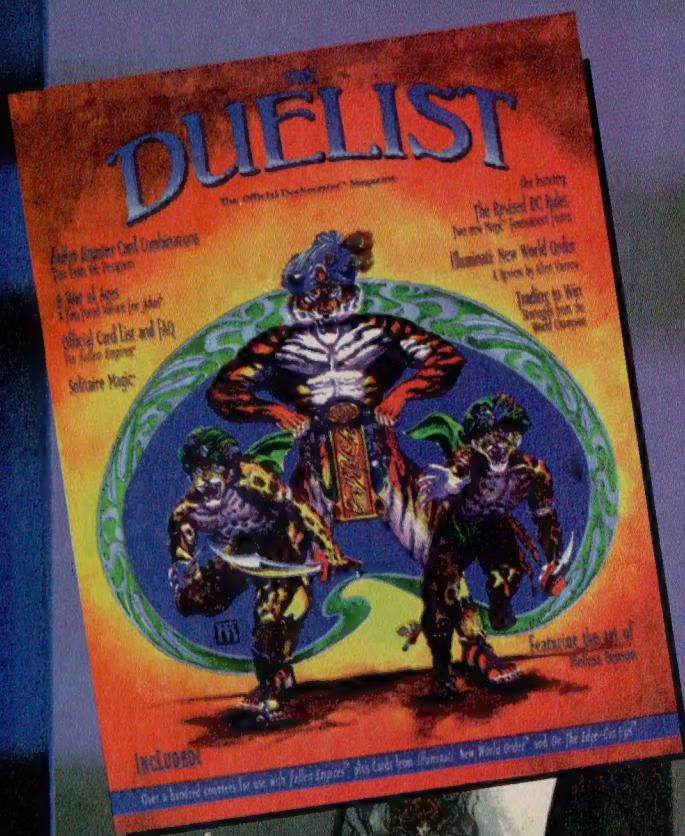
Consulting Rules Editors

MAGIC
The Gathering™

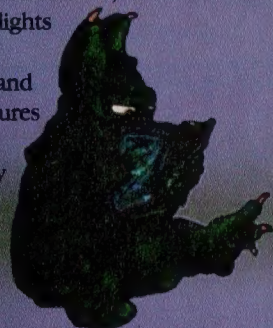
Created by
Richard Garfield

ENTER THE WORLD OF DECKMASTER™

FROM THE HEIGHTS OF THE ANTIQUITIES WAR, TO THE DEPTHS OF THE ICE AGE,
THE DUELIST™ TAKES YOU ON A JOURNEY THROUGHOUT THE MULTIVERSE.



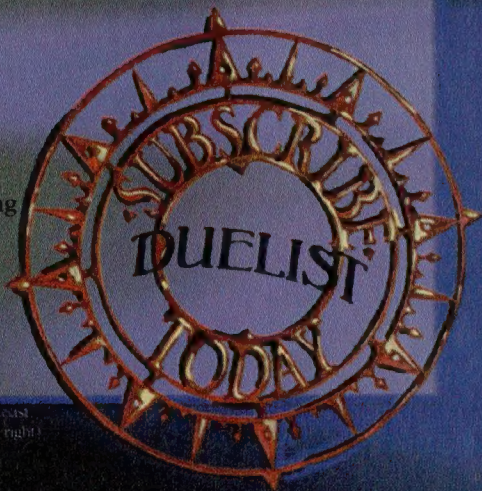
From the creators of **Magic™** comes *The Duelist*, the definitive reference for trading card game players and collectors. This bi-monthly magazine offers the latest in **Deckmaster** news; here you can learn the history of Dominia from its creators, brush up on deck-building strategies from the **Magic** world champion, and get the first look at upcoming trading card game releases. Full-color and art-intensive, each issue spotlights the work of a different artist, and every page features artwork and backgrounds by your favorite **Deckmaster** illustrators.



The Duelist offers you the inside story on trading card games from the artists and designers defining the genre. So pick up a copy of *The Duelist*, and share in the dynamic world of **Deckmaster**.

Wizards
OF THE COAST

Magic: The Gathering, **Deckmaster**, and *The Duelist* are trademarks of Wizards of the Coast. **Wizards of the Coast** is a registered trademark. Backgrounds and illustrations (from left to right) by Melissa Benson, Quinten Hoover, Ron Spencer, and Julie Baroh. © 1995.



MAGIC

The Gatherings™

THE SHADOW MAGE #3



VALIANT



BIRTH-QUAKE!

AFTERSHOCKS!

NOW YOU'RE ON FIRE!



T.E.
TOURNAMENT EDITION



**SHOOT FROM THE
HOT SPOT**



**SAME TEAM
MATCH-UPS**



**SUPER SLAM
DUNKS**



**OVER 100 NBA®
SUPERSTARS**



**SUBSTITUTIONS
AFTER EVERY
QUARTER**



KUKOC PIPPEN



BOGUES JOHNSON



MAJERLE MANNING



PAYTON KEMP



STARKS EWING



THORPE OLAJUWON



CompuServe
(GO NBAJAM)

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™

GAME GEAR™

Acclaim
entertainment inc.

MIDWAY

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1994 NBA Properties, Inc. All rights reserved. Sub-licensed from Midway Manufacturing Company. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Acclaim is a division of Acclaim Entertainment, Inc. © & 1994 Acclaim Entertainment, Inc. All rights reserved.